

ABSTRACT

A system and method for facilitating multiplayer online gaming is disclosed. The system 100 includes a client gaming program 108 and a gaming LSP 114, which are stored and operate on a client computer terminal 120. The client gaming program 108 detects when certain
5 individuals identified by a user are playing online games and notifies the user of the individuals currently playing games online and the games that the individuals are playing. The client gaming program 108 allows the user to easily join the games in progress. The gaming program 108 and LSP 114 also monitor and detect games that are running on the terminal 120 and the connection status of the games. The gaming program 108 communicates data regarding the user,
10 games and connection status over the computer network for receipt by selected individuals.